



BORIS THE SPIDER

**A Journal of Duplicitous Doings,
Raw Power, and Naked Greed**

*"Oh, what a tangled web we weave
When first we practice to deceive"*

--Sir Walter Scott--



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(#195)

5 Dec 01

HAPPY HOLIDAYS! TWO GAMES END!!

Boris and Ms Nar wish you and yours happy holidays and good gaming for the New Year.

Congratulations to Rick Copeland for winning our third chariot race and to Dave Anderson for winning our second ADVANCED CIVILIZATION game. This unexpectedly opens another page for more mayhem. SETTLERS has a quorum, so that's primary. House Rules can be found on my website (Ref 1). BALKAN WARS (Ref 2), DUNE, and AGE OF RENAISSANCE will be back ups if the quorum falls apart.

This is our "gala holiday issue", containing four more pages than usual. A special feature is our "Hall of Fame" pages listing all the winners of the games we've run here for the last 16.5 years. It also gave us room to publish Alan Bargender's house rules for SOURCE OF THE NILE.

STANDBY ALERT! The following position is available: AIR BARON: ARA.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Secrets are an important aspect of power. The effective leader spreads them in order to keep men in line" -- Prince Raphael Corrinio

It's membership drive time for the Boardgame Players Association (BPA) (Ref 3). Membership, including admission to all five days of the 2002 World Boardgaming Championship (WBC, 30 Jul-4 Aug 02 in Hunt Valley, MD), is \$60. Associate Memberships, allowing play in the various BPA pbem tournaments, is only \$10. Prices go up 10% come 1 Jan 02. Boris will again be GMing the WIZARD'S QUEST (WZQ) tourney at WBC 2002. See my WZQ website (Ref 4) for some of the details.

Don Chinnery has yet another new address. We corrected Shacklett's e-mail address. Peter Boyum & Dave Anderson have new e-addresses.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Rick Copeland for his CIRCUS MAXIMUS article.

This month's Ms Nar Super-Sudsy Bomb is lobbed at Dave Anderson for wanton disregard of the rules of written English.

REFERENCES:

1. <http://hometown.aol.com/prbolduc/boris/hrules/Settlers.html>
2. <http://hometown.aol.com/prbolduc/boris/hrules/BW6.html>
3. <http://www.boardgamers.org>
4. <http://hometown.aol.com/prbolduc/website/2002.html>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 4 Jan 02



Spring 1909

The 4-way Draw failed 2 AYE, 2 NAY.

MIRKWOOD: The English continue to push back the Turks across the Russian steppes. The Austrians have expelled the French from Italy, but now face a formidable naval wall in LYO, TUN, and TYN.

TROOP MOVEMENTS:

France retreats A MUN oth. England is A EDI. France builds A PAR, Turkey tears F EAS.

AUSTRIA (Boyum): A Tri-Yen, A Tus S A Ven-Pie, F Nap S F Adr-Ion, A Gal-Vie, A Rom S A Tus, F Adr-Ion, A Ven-Pie, A Tri S A Ven-Pie;

ENGLAND (Shacklett): A War S A StP-Mos, F Kie S F Ber, F Ber S F Kie, F Hol S F Kie, F Bel-Den, F Bot-Bel, F Bar-Nrg, A Lvn S A StP-Mos, A StP-Mos, F Bel-Nth, A Pru S A War, A Edi H;

FRANCE (Kenne): A Bur H, F Tun S F Tyn, [A Pie Hlr-???], F Tyn Hui, F Lyo S A Pie, A Par S A Bur;

TURKEY (Faher): [A Mun-Bur], F Eas Hui, A Ruh S A Mun-Bur, [A Mos S AUS A Gal-War] (nso) (r-???), [F Aeg S AUS F Adr-Ion], [F Ion-Nap] (r-???), A Sey S A Mos, [A Boh-Mun], A Alb-Ser.

Orders in brackets fail, dup = duplicate order, imp = impossible, NMR = no move received, NRR = no retreat received, NVR = no vote received, nso = not so ordered, nsp = no such place, nsu = no such unit, oth = off the board, r-??? = unit must retreat to ???, u = unordered.

French A PIE must retreat oth or to MAR. Turkish A MOS must retreat oth or to UKR while F ION must retreat oth or to APU or GRE.

Due next time are your retreats, vote, and orders for Fall 1909.

EMBASSY BEAT

Turkey announces "New Silk Route" trade line to import Wine and Sausage and maybe a little industry...things needed in the East. Details to follow.

BORIS WORLD PRESS REVIEW

Playground Daily News: WANTED: News correspondents from the warring powers. Reports on morale, alliance solidarity, warcrimes accusations against the foe, all gleefully welcomed. Send all to Ms Nar, FWB, FL, USA.

--"Peleus" (continued from p 6)

BOARD:

AI: Nub; **AII:** Mon(2), TartPM, Tur.

EI: CAm(C); Mex, Palic, f; **EII:** Bal*, Dan*; **EIII:** Cre, Lib, Mor(EM), Nil(AM), Ptn(C), WAN.

GI: UN(c, f); **GII:** Alb, Cau(2), Dnt, NEu(2), **GIII:** EDe*, EGh, WGH.

OI: SiK, Yel(2, C, OM); **OII:** Che, Sze, Wei (C, OM), Yan*; **OIII:** CEu(CM), Dal(2).

RI: Dee, Win; **RII:** UT(c); **RIII:** EAm(GM), Hin, MT(c), PP(RM), Zag(C, YM).

YI: Cey(3), WDe(2); **YII:** Mal(2), Sum; **YIII:** CMa, GaD(c, GM), GaV, Irr, Lev, Lin(YM), PSD(2), Pyr, SAP(C, YM), Sha, Sib, UIn(YM), Wib, WGa.

Ships: Blat(E), EMS(Y), Red(A), WMS(Y)

* Start areas for Epoch IV Empires start lands.

DUE NEXT TIME: Pass/hold Orders and Orders for Gupias & Goths (in case you get them). Pass/Hold order is Orange, Azure, Green, Red, Ebony, Yellow.



Spring 1905

ERRATA: There was no German F EDL. Russian F AWY was destroyed.

MINAS MORGUL: The Tsar continues to take it on the chin as both F SKA and A LVN are crushed into oblivion. The English too may be on their last legs as they face a forced elimination in three moves or less. Italy manages to bare his back for a French stab and Turkey seems to be just treading water. Germany remains the ranking power.

TROOP MOVEMENTS:

France builds A PAR. Germany builds A BER & A KIE. Turkey builds A SMY.

ENGLAND (Boym): [A Yor-Lpl]r-???;

FRANCE (Curtis): A Mos H, A Wal-Yor, F Nth S A Wal-Yor, F Tyn S ITA F Nap-Ion, [F Iri-Lpl], A Pic H, A Par-Bur;

GERMANY (Copeland): [A Sil-War], [A Mun S FRE A Pie-Trl]nsq, F Swe-Ska, F Nwy S F Swe-Ska, F Bal S F Pru-Lvn, A Pru-Lvn, [F Bar-StPnc], A Ber-Pru, [A Kie-Den];

ITALY (Anderson): [A Alb-Trl], A Tri-Vie, F Tun S F Nap-Ion, [A Ven S A Alb-Trl], F Nap-Ion;

RUSSIA (Wertz): [A Lvn-StP]d, [A Ser S A Bud-Trl, F Rum H, [F Ska-Den]d], [A Bud-Trl], [A Tri-Ven], A War H, A Pie S A Tri-Ventuno);

TURKEY (K. Wilson): [A Bul-Ser], [F Gre-Alb], F Aeg C A Smy-Gre, [A Con-Bul], [A Smy-Gre].

Orders in brackets fail, imp = impossible, NMR = no move received, NRR = no retreat received, NVR = no vote received, nsq = not so ordered, nsp = no such place, nsu = no such unit, oth = off the board, r-??? = unit must retreat to ???, u = unordered, uno unit not owned.

English A YOR must retreat oth or to EDL or LON.

Due next time are orders for retreats and for Fall 1905 and Press. Ms Nar craves Press!

EMBASSY BEAT

Ger-Tur: Sorry for the confused signals, old friend. However, I shall soon own the telegraph line from St Petersburg to Constantinople. Perhaps then we shall be able to communicate more clearly.

ITA: Contact Dave Anderson for e-mail only and VERY limited andersond4@michigan.gov. This is effective immediately if not sooner!!!!!! If you don't, then I will be FORCED to CALL YOU EVEN MORE!!!!!! DAVE



"One last question—are you now, or have you ever been, a trekkie?"



BALKAN WARS VI
Some Speak!
Winter 1915/16

2000D
pb08

TROOP MOVEMENTS Greece disbands F COR.

GREECE (Anderson): PPPHHHHAAAAATTT!!!!!! I survived... I really lost this game turn 1 when after negotiating with Albania. He still builds 2 fleets and bounces me in the Gulf of Corfu. Greece lives by the islands and dies by its' island empire and so it went with me. Turkey and I could never see eye to eye on it. I needed a secure zone on Cye, Rhodes, and Sma. occupied with my fleets before I could turn North against Serbia or the rump state of Albania. After Phil made a strange move that had it worked in the 1st move would have left Salonika vulnerable. He after it failed turned Back on Albania and stabbed him. on my part I decided to help Albania live (until I could secure my island empire) by trying to keep a balance of power in the region by just picking on Skopje every now and again. I really enjoyed trying to keep Bulgaria alive against the R/T alliance. I only late in the game finally succeed in bottling up Turkey but by then it was too late for the game to be turned from the inevitable Rumanian win and Phil was the only one who could effectively oppose it. Phil went after me and I crumbled down back to my island empire. The only center that ever stayed neutral till the end was the island I should have gotten the 1st year --Crete.

RUMANIA (R. Fisher): Humrah, the war is over! Man this game is so much more fun when you win. I'd like to thank all the little people who helped me get here: Rick (Bul) having the heavy weight in the center of the board makes Bul everybodys fine target, sorry you were knocked out so quickly but it comes with the territory. Next Phil (Ser): See what threats get you. next time maybe you'll play nice; but I must thank you for your fanatical obsession with Greece: you were the blade on my bulldozer. And Dave (Gre) thanks for the advice, observations and mostly for keeping Turkey my ally instead of letting him foil any of my plans. On my two allies, Wayne (Alb) for drawing Serbia's wrath and then refusing to diethus keeping his attention, and last but not idellinatly not! least Kevin (Tur) for being a steady patsy, no ALLIE, (usually the role I fill), for helping me refine my tactics and for an insurance supply of dot in case Serbia found his Backbone there at the end, hey the way I see it your still two stabs up on me, but thanks for being there. All in all it was great fun and I look forward to playing again with all of you.

TURKEY (K. Wilson): Congratulations to Ron. It was a well fought and deserved win. Our alliance at least worked for one of us. Although, I'll admit, had my original plans worked as I had wanted, it might have been to my advantage and not to yours. My original plan had been to work some deal with Greece regarding the islands and once I had gained a little growth, see if I could get Albania and Serbia to help keep you under control. The one common thread to our desires and needs was the elimination of Bulgaria, which we successfully accomplished. Sorry Rick. My problem was Greece ditched our early agreement, almost from the beginning. And I found myself out of position when he did. It took the rest of the game to get things under control there and by the time I had Greece off my front step, you were beyond control. You let the rest of us do the fighting while you slowly but surely gained ground and centers. A patient and successful strategy.

--MACHIAVELLI (continued from p 6)

'misunderstandings we have to be honest and clear in our communication', the Duke replied. 'And besides, the Pope hasn't been very communicative lately'. No, that was true, Svenotti thought. But attacking the Papacy? Well, it could go well. The Duke had proved to be a great Commander before with swift, decisive acting. OK, time to prepare to be subject for the wrath of God... To the Duke Svenotti said 'A very wise decision, Sir. Please tell me when I can be to assistance next time'. Svenotti left the room thinking if this would make it easier for the Duke to get some sleep.

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MACHIAVELLI SURPRISE!!

Spring 1524



ERRATA: AUS F NAP may also r-G, which further complicates the ducat scene. France had 3d in treasury last time so has 25d now. Venice has 33d.

RAGNOCITTA: The Austrians have ventured a desperate gambit, starving six units to buy Venetian F UA. The Doge is reportedly not amused. With the Hapsburgs teetering on the brink of elimination, what will the other Powers do? Finish him off, or turn on the leaders, France and Venice.

TROOP MOVEMENTS

Austrian A CAR retreats to IST. Austrian A PAV retreats into garrison. Austrian F NAP retreats into garrison. Austria (26) maintains A AUS & A IST (-6d) and bribes Venetian F UA (-18d). Florence (23d) maintains all (-21d), donates 2d to France. France (25-2d) maintains all but GoL (-15d), builds A AVI, MAR, SALZ (-9d). Papacy (28d) maintains all (-15d). Turkey (26d) disbands F Sar, maintains F CM, F GOV, F OTR, F IS, A NAP, & A BARI (26d-18 = 8d). Venice (33d) maintains all (-21d) and builds F Ven, A Pad and A Tre (-9d).

AUSTRIA (Anderson, 2d): F UA-Ven, A Aus H, A Ist H(uk).

FLORENCE (Hassler, 0d): F TS S TUR F CM-Pal, F LS S F TS, A Pls-Luc, A Par S VEN A Mil, F Cor S F TS, A Luc-Mod, A For S FRE A Pav;

FRANCE (McConnell, 3d): A Swf S A Tyr, A Pav S A Tur-Como, (A Tyr BYntb), A Tur-Como, A Sav-Mon, A Av-Tur, A Mar-Pro, A Salz S A Av-Tur;

PAPACY (Narhi, 13d): A Man S A Urb-Bol, A Ste-Per, A Rom-Spo, A Anc-Aqu, A Bol S A Man;

TURKEY (Scott, 8d): A Nap H, F Otr S F IS-Mes, A Bari H, F IS-Mes, F CM-Pal, F GOV S F IS-Mes.

VENICE (Vasseur, 3d): A Trent-Ber, F Cro S F Ven-Dal, F UA-Urb(nic), A Mil S A Trent-Ber, A Cre B, A Car S A Fri-Carin, A Fri-Carin, A Pad-Per, A Tre-Ver, F Ven-UA;

AUTONOMOUS: Cre(b), Luc, Mod, Mon

Orders in brackets fail; b = besieged, d = destroyed, imp = impossible, nlc = no longer controlled, nau = no such unit, ntb = nothing to besiege, oth = off the board, r-??? = must retreat to ???, u = unordered

Austrian A CAR must retreat oth or to IST. Austrian A PAV must retreat oth or into garrison. Austrian F NAP must retreat oth or to CAP or SAL.

Due next time are orders for Summer 1524, and Press. Ms Nar craves Press

CLASSIFIEDS

The advisor enters the office belonging to the Duke of Venice. The Duke is already in place and there are signs of that not much sleep has been had by the Duke lately. As the advisor comes into range, the Duke rises his head and his face expression reveals his troubles. He says 'Good that you could turn up, Svenotti, I have been thinking about our close future. Italy seems to be changing. Austria's influence is suddenly shrinking and there are fleets all over'. 'But note, my dyre Duke, not many of them are Venetian', Svenotti filled in. 'Remember what our strengths are, the proud naval force has always been the strength of Venice. Don't let that be forgotten'. 'No', replied the Duke, 'I have actually ordered another fleet build in Venice. Let's only hope that it is not interpreted in the wrong way by the Ottoman. I have told my General that they should make a point in the form of a strong commitment, to see to that there will be no doubts'. Svenotti picked up the thread 'Ah, Sir, who have you picked as the target, to satisfy Turkey?' The Duke hesitated for a while, the deep believer he was, 'It is the Papacy'. Svenotti was stunned, 'Do you mean that? Who will ally with us if we attack the Church?' 'I know, it is crazy, but it was the only alternative. To avoid any

---continued on p 4



PELENS EPOCH III



THE CAST

Anderson: Red
Kanne: Azure

Morrison: Ebony
K. Wilson: Green

M. Fisher: Yellow
McCabe: Orange

BOARD:

A1: Nub; **A11:** Linc, YMI

E1: CAm(C), LTh(c), Mex, MT13, C1, Palic, f; **E11:** Bal, Dan, Sib(c, f); **E111:** Cre, Lib, Mor(EM), NilAM), Pin(C), Wan

G1: UN(c, f); **G11:** Alb, Cau(2), CMa, Dni, NEu(2); **G111:** GaD; **GV:** EAn(C, GM)

O1: SiK, Yel(2, C, OM); **O11:** Che, Irr, Sze, Wei (C, OM), Yaw; **O111:** CEu(GM), Dal(2)

P1: Tar(PM)

R1: Dee, Hin, Win; **R11:** Lev(c), PP(c, RM), PSD, Sha(2), Tur, UT(c), Zag

Y1: Cey, EGh, WDe(2); **Y11:** GaV, Ma(2), Sum, Uln(C, YM)

Ships: Bla(E), EMS(E), Red(A)

SCORE (S/P/VP): Y1(10+/16+), A1(13+/27+), O1(18/35), R1(19+/29+), G1(21/32+), E1(28/50)

EPOCH III (cont)

MARYA (G): Play "Pestilence" in WDe (4,2,2,6,4,1 -1Y1: EGh 5,1 -1Y1: GaD 6,2; GaV 5,1 -Y11: Lin 5,2; Uln 5,3). Play 1A,C @ GaD (1Y11 r-Ma). 1A @ EDe, EGh, GaV, Uln (3,1:1 -1Y11, -C, +c), Lin (6,4:5 -1A11, -c), 1A @ Hin (2,1:3,1: 6,5:2,1 -1G111, -1R11), 1A @ PP1 (5,3:4 -1R11, -C, +c), 1A @ WGH. VP = 32 + C(2x2) + c(3) + M1(2x2 + 3) + Mid E (P=3) + N Afr(P=2) + Ind(D=6) + S Eur(P=3) + N Eur(P=1) = 61.

HAN DYNASTY: No show.

HSWANG-AM (A): Play "Barbarians" @ Syr (LT: 6,1:4 -1E1,c; Lev: 5,1:5; 5,2:4 -R11,c; MT: 6,3:2; 5,2:4; 3,1:5 -2E1, die). 2A @ Mon. 1A @ ESt, Tar (6,4:5:3 -1P1), 3A @ Tur (4,4:5; 3,1:5; 5,5:3 -2A11, -1R11). VP = 27 + M1(1) + S(1) + N Afr(P=2) + Chil(P=3) = 34.

ROMANS (V): Play "Empire Revives", 2Y1 @ Cey, 1Y1 @ WDe. Play "Fanaticism", 1A,C,YM @ SAp, 1F @ WMS, 1A @ Pyr, 3A @ Sib (2,5,1:2+1; 3,5,2:4-1; 6,5,2:1+1 -2Y11, -c, -f, -1E11, 1F @ EMS (4,5,4:4 -E11, 1A @ Lev, 2A @ EAn (2,5,1:5,4; 6,5,5:3,3 -1Y11, -1GV, -C +c), 1A,YM @ Zag (5,5,4:5 -R11), 1A @ PSD (5,5,2:5 -1R11), 1A @ Lin (3,5,2:2 -1G11), 1A @ Uln (4,5,4:4 -1G11, -c), 2A @ GaV (3,5,3:6; 1,5,1:1 -1Y11, -1G11), A @ GaD (5,5,5:1 -1G11, -C +c +PM1, 1A @ Wibe, 1A @ CMa (4,5,2:2,1 -1G11), 1A @ Sha (3,5,1:1; 6,5,2:6 -2R11), 3A @ Irr (2,5,2:4,1; 5,5,4:6,2; 5,5,2:4,3 -2Y11, -1O11), 2A @ Sze (3,5,1:4,2; 4,5,3:5,3), 1A @ WCa. VP = 16 - C(1x2) + c(23) + M1(2x4 + 1) + S(2) + Mid E(D=6) + N Afr(P=2) + India(D=6) + S Eur(D=6) + SE Asia(D=2) = 55.

PRESS: I began this epoch with the least number of victory points, then I am almost wiped-off the face of the world by Green. Life is Fair. War is Peace. Ignorance is Strength. Shit is Shine-o-la. Of course I deserve to get the Romans.

SASSANIDS (R): Play 1A,C @ Zag (1Y11 r-PSD), 1A @ PP1 (5,4:3 -1G11,c), Hin (3,3:5 -1R11), EAn (3,2:6 -1R11), MT1 (3,3:3; 6,1:4 -1E1, -C +c), Hin (3,1:5 -1R11), 2A @ EAn (5,4:6; 3,2:5; 6,2:6; 6,5:5 -1R11, -1P11,c), 1A @ Hin (6,5:3 -1G11). VP = 29 + C(1x2) + c(11) + M1(2x1 + 2) + Mid E(D=6) + India(P=3) = 45.

SCORE (S/P/VP): O1(18/35), A1(20/34), G1(21/61), R1(28/45), E1(28/50), Y1(35/55).

--Continued on p 2



CONCESSION PASSES!

CORONUS bets 2500s on Indy. Concession succeeds: 2 Ave, 1 NVR. Indy is declared the winner, paying 3-1. Green collects 12,000s, Orange 3,000s, Blue 9,000s, and Coronus 18,000s.

ODDS	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	Green	Indy (+1/9)	L	y	0/0	6447	22	22	2/2
4-1	Blue	Blue Maximus (+2/6)	L	y	0/0	5434	20	17	2/1
16-1	White	Lingus (+1/8)	L	y	0/0	2446	20	17	2/1
	Orange	team	W			5445	21	18	2/2
	Black	team	W			6435	09	18	2/1
	Red	team	W			7543	16	19	2/2

FACTION	CASH	WINNINGS	TOTAL
Coronus	0	18,000	18,000s
Green	0	12,000	12,000s
White	9,900	0	9,900s
Blue	0	9,000	9,000s
Black	9,900	0	9,900s
Red	9,900	0	9,900s
Orange	3,000	3,000	6,000s

Due next time are end of game statements.

PRESS:

The Blue Max, deciding not to go around in futility trying to catch the leader, has decided to take a rest for him and his horses and wishing to himself: "I wish I could have done this to Indy maybe, I will get to time enough to recycle those metal spikes for my chariot....!"

As Indy guided his galloping team into the turn, he was able to look closer at his wounded horse. Gallus was straining to keep up, but so far had not broken the running rhythm of the team. Smart horse.

Then Indy turned his gaze past the wrecks and towards the next turn. Hmm. Blue Max had halted. Indy could see no reason for his halt.

"Great Caesar's Ghost! Is that an Ax?"

Indeed, the Blue Butcher was smiling and wetting the blade of a great two-headed ax.

Indy was outraged. "Zeus" he thought. "My first run on the pro circuit and now I gotta pass a guy with an ax! Nobody told me about any axes! Who made these rules, a Phoenician???"



LIQUOR IS QUICKER

OR 6.2 Only



OR #6.2 Report - missing order update from Kerry - hence OR #6.2 only

Standings: (Cert. Limit = 13 *Pres)

Paul Zieske - 6-PRR*, 6-Erie*, 3-B&O, 1-C&O, 1-NYC, 1-NYNH; \$206 [11]

Chuck Hanna - 6-C&O*, 1-B&O, 4-PRR, 3-CPR, 3-Erie; \$231 [12]

Kerry Watson - 6-B&O*, 4-B&M, 1-NYNH; \$283 [10] Priority Card

Don Chinnery - 5-B&M*, 6-NYC*, 1-NYNH, 1-CPR, 2-C&O; \$610 [13]

Rick Copeland - 6-NYNH*, 6-CPR*, 1-B&M, 1-C&O, 1-Erie; \$470 [13]

Corporate Standings:

Company	Price	Par	I.O.	Pool	Trains	Treasury	Tokens
Erie	A 160	\$100	--	0	5	\$ 1	E11(e),D14
CPR	A 126	\$100	--	0	-	\$ 741	A19, E19
B&O	C 125	\$100	--	0	-	\$ 464	115,H16,H18(se)
C&O	D 120	\$ 90	--	0	6	\$ 52	F6,H4
NYC	B 112	\$100	2	1	-	\$ 107	E19
B&M	D 110	\$ 67	--	0	6	\$ 154	E23,F22
NYNH	C 82	\$ 71	--	1	5	\$ 1	G19(n),F22
PRR	G 54y	\$ 67	--	0	5,D	\$ 71	H12,H18(w),H16

Operating Round #6.2

Erie: (Tile #37 already played) Upgrade D10 w/tile #64(se), run train - D10-E11n-D14-E11s-F10 for \$180, payout \$18/share dividends! +\$108 PZ, +\$54 CH & \$18 RC, stock rises to A 180, buy "5" train from PRR for \$1, treasury = \$1-\$1 = \$0

CPR: Lay tile #9 in C13(e), no train or run - stock falls to A 112, buy Diesel for \$1100 (\$741 from CPR and \$359 from Pres. Copeland's personal fortune), treasury = 0.

B&O: Upgrade J14 w/tile #14(se), no train or run - stock falls to C 111, buy diesel for \$1100 (\$464 from B&O, \$283 from Kerry's bank account, sell 3-B&M @ \$110 & 1-NYNH @ \$82 - keep \$59). B&M drops to E 100 and NYNH drops to D 76, treasury = \$ 0

C&O: Lay tile #8 in 113(ne), run train - F2-H4-H10-J14-115 for \$230, payout \$23/share dividends! +\$138 CH, +\$46 DC, +\$23 to PZ & RC, stock moves to C 130, treasury = \$ 52

NYC: No tile, no train or run - stock falls to B 100, buy Diesel for \$1100 (\$107 for NYC, \$656 from Pres. Chinnery and sell 1-C&O for \$130, 1-NYC for \$100 and 1-CPR for \$112 - retain \$8), treasury = \$ 0 - C&O drops to D 120, NYC drops to C 90, and CPR drops to B 100

B&M: No tile, run train - E19-G19-F20-F22-E23-B24 for \$250, payout \$25/share dividends! +\$125 DC, +75 B&M, +\$25 KW & RC, stock moves to D 110, treasury = \$154+\$75 = \$229

NYNH: No tile, run train - E19-G19-F20-F22-E23 for \$220, payout \$22/share dividends! +\$132 RC, +\$44 NYNH, +\$22 PZ & DC, Stock moves to D 82, treasury = \$1+\$44 = \$45

PRR: Upgrade G3 w/tile #23(se), run train - H18-G19-G17-H18-H16-H12-H10-H4-F2 for \$370, withhold dividends! Stock drops to G 50y?, buy "5" train from Erie for \$181, treasury = \$72+\$370-\$181 = \$261

Due next is one operating round and stock orders...conditional tile orders are encouraged.

Standings: (Cert. Limit - 13)*Prez

Paul Zieske - 6-PRR*, 6-Erie*, 3-B&O, 1-C&O, 1-NYH, 1-NYNH, 8359 [11]

Chuck Hanna - 6-C&O*, 1-B&O, 4-PRR, 3-CPR, 3-Erie, 8423 [12]

Kerry Watson - 6-B&O*, 1-B&M, 884 [6] Priority Card

Don Chinnery - 5-B&M*, 5-NYC*, 1-NYNH, 1-C&O, 8155 [10]

Rick Copeland - 6-NYNH*, 6-CPR*, 1-B&M, 1-C&O, 1-Erie, 8309 [13]

Corporate Standings:

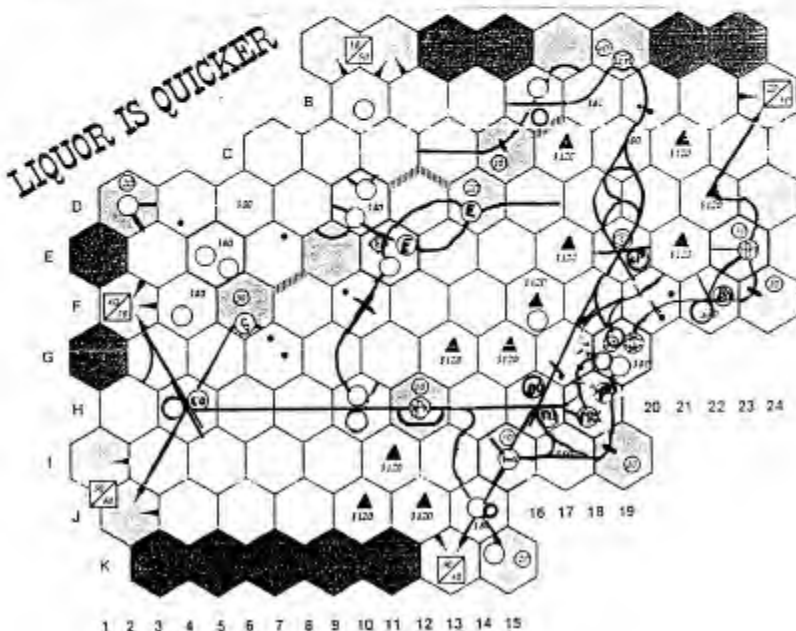
Company	Price	Par	I.O.	Pool	Trains	Treasury	Tokens
Erie	A 180	\$100	--	0	5	\$ 181	E11(e),D14
CPR	B 100	\$100	--	1	D	\$ 0	A19, E19
B&O	C 111	\$100	--	0	D	\$ 0	I15,H16,H18(see)
C&O	D 120	\$ 90	-	1	6	\$ 52	F6,H4
NYC	C 90	\$100	2	2	D	\$ 0	E19
B&M	D 110	\$ 67	--	3	8	\$ 154	E23,F22
NYNH	D 82	\$ 71	--	2	5	\$ 45	G19(n),F22
PRR	G 50y?	\$ 67	--	0	5,D	\$ 261	H12,H18(w),H16

Available tiles:

Yellow: #3(2), #4(1), #7(3), #8(1), #9(2), #55(1), #56(1), #57(4), #58(1) & #69(1)

Green: #14(1), #15(0), #16(1), #18(1), #19(1), #20(1), #23(2), #24(3), #25(1), #26(0), #27(1), #28(1), #29(0), #59(2)

Brown: #40(1), #41(1), #42(1), #43(1), #44(1), #45(2), #46(2), #47(1), #66(1), #68(1), #70(1)





SILVERTON

3 Depictions!
Turns 17b/18a



Errata: Chinnery couldn't deliver from #34 as track not complete, so delivered from 3C from #47 instead (-\$4500+900). SLC L remains at \$1500, but SLC C drops to \$300L.

Zieske declines #108. Hanna declines #33.

PLAYER STATUS

- #1 (Hassler): \$31,125, S+2, P, A2, A3, A1, #50(3C), #7(6.5 Au), #64, #66(2 C), C13
 #2 (Farrow): \$11,650, S, P+2, A4, B7, C15
 #3 (Zieske): \$53,575, S+1, P+1, A20, #76(0.25 Au, D), B22, #91(5 L), #93(3 L, D)
 #4 (Chinnery): \$25,625, S, P+2, #43(2 C), A5, #47 (3 C), #106, B11, #34, #2
 #5 (M. Fisher): \$7,650, S+1, P+1, #58(5 C), #23(1.5 Ag, D), #25(1 Ag, D), #26(1.5 Ag, D), #61(3 C), #62
 #6 (Hanna): \$32,925, S+2, P, A19, #90, #96(3 C), B21, #89, #68, #38

AVAILABLE CLAIMS:

- #13: Eureka (Ag: \$300/\$200)
 #40: Lumberton (L: \$300/\$200)
 #59: Durango (C: \$400/\$100)
 #97: York Canyon (C: \$500/\$150)
 #107: Hot Sulphur Springs (L: \$200/\$100)
 A6, B12, C16a, C17-18, C24
 #33: Boulder (L: \$200/\$100)
 #54: Bowie (C: \$400/\$200)
 #65: Walsenburg (C: \$300/\$150)
 #105: Dillon (Cu: \$500/\$200)
 #108: Steamboat Springs (C: \$400/\$250)
 The Deck

TURN 17b/18a

- #1: Operate A1 (+\$100), A2 (+\$250), A3 (+\$400), #7 (-\$400: 4 = D), #50 (-\$100: 3 = D), #64 (-\$250: 7 = 3 C), #66 (-\$200: 5 = 3 C), C13 (+\$2100). Deliver 8 C to Denver (+\$5600) from #50 & #66. / Prospect A6 (-\$1050). Survey Canon City to Cripple Creek (-\$800).
 #2: Operate A4 (+\$1350), B7 (+\$600), C15 (+\$4000). Deliver not. / Prospect B12 (-\$2550). Survey Manitou Junction-C Springs (-\$200).
 #3: Operate A20 (+\$300), B22 (+\$700), #91 (-\$200: 12 = 3 L). Deliver not. / Prospect Deck (#60). Survey Grants to Paxton Springs (-\$400).
 #4: Operate A5 (+\$100), #47 (-\$100: 10 = 4 C), #106 (-\$400: 6 = 1 Cu), B11 (+\$700), #34 (-\$200: 7 = 2 L), #2 (-\$200: 1+6 = D). Deliver 1 Cu from #106 & 4 C from #34 (+\$1200+1200) to SLC. / Prospect Deck (#62). Survey Meab-Monticello (-\$800).
 #5: Operate #59 (-\$150: 10 = 4 C), B10 (+\$750), #61 (-\$150: 10 = 4 C), #62 (-\$100: 1+6 = 2 C). Deliver 1.5 Ag from #23 (+\$6000) and 1.5 Ag from #26 (+\$6000). / Prospect #40 (-\$300). Survey Durango-Lumberton (-\$900).
 #6: Operate A19 (+\$450), #89 (-\$150: 12 = 4 L), B21 (+\$1100), #68 (-\$200: 8 = 3 C), #38 (-\$150: 2+6 = 2 L). Deliver not. / Prospect Deck (#63). Survey Trinidad-Walsenburg (-\$500).

THE MARKETS (TURN 17)

Au: 3 + 10x4) = 3 -> +1	\$4500	Ag: 9 + 13x2) = 5 = 10 -> -2	\$2400
Cu: 2 + 1 = 3 -> +1	\$1400	Den L: 12 + 0 = 5 = 7 -> -1	\$800
SLC L: 10 + 0 = 5 = 5 -> +2	\$1500	Pueb L: 6 + 0 = 5 = 1 -> +3	\$1000
SFL: 10 + 0 = 5 = 5 -> +1	\$800	EP L: 5 + 0 = 5 = 0 -> +3	\$800
Den C: 2 + (8/2) = 5 = 1 -> -3	\$700	SLC C: 10 + 14/2) = 5 = 7 -> no	\$300L
Pueb C: 7 + 0 = 5 = 2 -> +2	\$400	SFC: 7 + 0 = 5 = 2 -> +2	\$600
EP C: 10 + 0 = 5 = 5 -> +1	\$700		

PLAYER STATUS

- #1 (Hassler): \$36,775, S+2, P, A2, A3, A1, #7(6.5 Au, D), #64(3C), C13, A6

#2 (Farrow): S14,850, S, P+2, A4, B7, C15, B12

#3 (Zieske): S53,975, S+1, P+1, A20, #76(0.25 Au, D), B22, #91(11 L), #93(3 L, D), #60?

#4 (Chinnery): S27,125, S, P+2, #43(2 C), A5, #47, #106, B11, #34(5 L) #62?

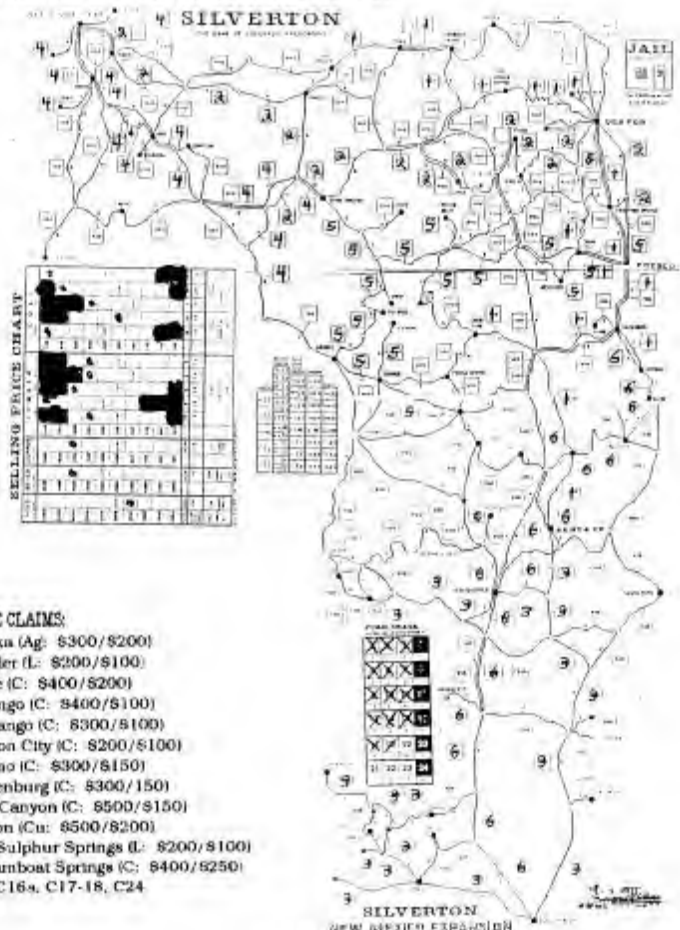
#5 (M. Fisher): S18,800, S+1, P+1, #58(5 C), #25(1 Ag, D), #61(7 C), #62(1 C), #40

#6 (Hanna): S33,475, S+2, P, A19, #60, #96(3 C), B21, #89(4 L), #68(3 C), #38(2 L), #63?

DEPLETIONS: 1-2, 4, 7-8, 10-12, 15-16, 18, 24-26, 29, 32, 37, 43-45, 49-50, 53, 57, 70-74, 76, 79-81, 83-88, 93, 96, 100, 102, 104, B9

Claims in **bold** are "virgin", "u" = upper, "L" = lower, "m" = mid, underlined depletions Leadville

Due next are orders for Turns 18b/19a. Game runs to Turn 24:





BORIS HALL OF FAME



ADVANCED CIVILIZATION:

David Anderson, Babylon, 8-player, 20 turns, concession

David Anderson, Babylon, 7/6-player, 17 turns, win

AGE OF RENAISSANCE:

"Rats for Sale": Dan Farrow, London, 5-player

"What Inquisition?": Rick Copeland, Hamburg, 6-player

"Lhude Sing Cuccu": Rick Copeland, Venice, 6-player

BOURSE

"Alda-Chur": Arad Gibil

"Beldhorne": Arad Gibil

BALKAN WARS VI

1. Win 1913: Dave Anderson (Rumania)

2. Win 1915: Kevin Wilson (Rumania)

3. Win 1915: Ron Fisher (Rumania)

BRITANNIA

Chuck Hanna (Green, 124 VP)

Peter Boyum (Green, 109 VP)

Peter Boyum (Purple 107.5 VP)

Peter Boyum (Blue, 100 VP)

CIRCUS MAXIMUS

1. Marcia Fryling (4 players, 8 chariots)

2. Jim Fryling (7 players, 8 chariots)

3. Rick Copeland (concession, 6 players, 6 chariots)

COLONIAL DIPLOMACY:

Win 1900, Dave Anderson (Japan 25 centers)

DIPLOMACY:

I: Draw 1910, TJ Kleasutis (England, 9), David Scharnhorst (Turkey, 9), Jack Shacklett (France, 8), Paul Saunders (Russia, 5), Wayne Morrison (Italy, 4)

II: Concession 1908, Don Patrick (Austria, 14 centers)

III: Win 1911, James Fryling (France, 18 centers)

IV: Win 1913, James Fryling (Austria, 20 centers)

V: Win 1909, Wayne Morrison (England, 18 centers)

VI: Win 1918, W. Andrew York (England, 18 centers)

VII: Draw conceded, Wayne Morrison (Germany, 15 centers) & Chuck Hanna (England, 12 centers)

VIII: Win 1909, James Fryling (Austria, 18 centers)

IX: Win 1910, Kevin Wilson (Austria, 19 centers)

X: Win 1911, W. Andrew York (Turkey, 18 centers)

XI: Win 1911, David Anderson (England, 18 centers)

XII: Win 1912, Wade Fowble (Russia, 19 centers)

XIII: Draw 1910, James Kanne (Russia, 10), Harry Andruschak (France, 9), Chris Trent (England, 7), Dave Anderson (Italy 7).

DOWN WITH THE KING

Dave Anderson (5-player short game)

DUNE

Wayne Morrison (Fremen, 2 strongholds) & Ron Fisher (Guild, 1 stronghold) (4 player)

Wayne Morrison (Fremen, 6 player)
Ron Fisher (Atriedes, 6 player)

David Anderson (Guild, 6 player)

1830

"Cruelty Is In": TJ Klausutis (4 player)
"Greed Is Good": Don Chisnery (6 player)
"16 Tons" (Coalfields Variant): Mark Frueh (6 player)
"Revenge Is Sweet": Chuck Hanna (6 player)
"Vengeance Is Mine": Paul Zieske (6 player)
"??? Is ???": Chuck Hanna (6 player)
"Wine Is Fine": John Butitta (6-player)

1835

A: Chuck Hanna (4 player) B: Dan Farrow (7 player) C: Mark Frueh (7 player)

1856

"The Great White North": Bill Wordelmann (6 player)
"Sgt Preston": Mark Frueh (6 player, bankruptcy)
"His Dog King": Mark Frueh (6-player)

1870

"James West": Chuck Hanna (6-player)

HISTORY OF THE WORLD

"Glgamesh": Chuck Hanna "Enkidu": Rudy Zodda "Inshullana": Michael Tsuk
"Utnapishtim": Kevin Wilson "Achilleus": Paul Zieske "Agamemnon": Rudy Zodda

THE HUNT:

1. Dan Farrow (10.16 in 5) 2. Scott Cameron (12.67 in 5) 3. John Butitta (11.58 in 5)
4. Pitt Crandiemire (11.91 in 4) 5. Dan Farrow (11.58 in 4)

KREMLIN:

Paul Saunders (4 player) Mark Frueh (3 turns, 6 players) Kevin Wilson (7 turns, 6 players)

LIFT OFF!

Dave Anderson & Al Bargender (1968)

MAGIC REALM:

Dan Farrow & Scott Cameron (-8 VP, co-victors, 8 players)
David Anderson (-4 VP, Berserker) Phil McCabe (+6 VP, Dwarf)

MERCHANT OF VENUS:

Chris Hassler (Basic, 6 player) Don Chisnery (Basic, 6 player)

SETTLERS OF CATAN:

A. Kevin Wilson (4-player) B. Paul Zieske (4-player) C. James Kaine (6-player)

SILVERTON

Bill Wordelmann (Basic, 6 player) Bill Wordelmann (Basic, 6 player)

STELLAR CONQUEST

"Flesh Gordon": Ron Fisher
"Simon Wagstaff": Dave Anderson (23 VP) & Dan Farrow (21 VP), Stalemate Rule active.
"Golan Trevisae": Keith Sesler "James T Kirk": Ron Fisher
"W. Thomas Riker": Rick Copeland



ADVANCED CIVILIZATION

BABYLON WINS!
TURN 17!!



Cast:

AE Phil McCabe Ib: Paul Zjeske Cr: Steve Llewellyn As: Phil Reynolds
Ba: Dave Anderson Eg: Mike Scott GM: Flint Webb Asst. GM: Tom Butcher

General Comments:

It has been fun. All of you that stuck it out did very well. I was especially impressed at the way Crete used Military, and how Assyria, Egypt and Babylon used Roadbuilding. I had always considered Roadbuilding and Military undesirable civilization advances.

Babylon won decisively, having been able to buy all the civilization advances. There was a less than 300 victory point difference between second and 4th place, and the presumed 4th place player lost two cities at the end due to Civil War. I say "presumed 4th place player" because in the final check of the Civilization victory points I discovered that Africa did not buy Law and yet I managed to allow them to buy Democracy and Philosophy (both require the purchase of Law first). The error is mine for not noticing it when it happened, but with only a 16 victory point difference it could have made a difference in who came in third.

Rule Interpretations

The house rules don't really cover the situation where the first faction is entirely selected by the beneficiary. For future games I would suggest that the house rule for Civil War should read: 30.4123 After the primary victim completes his selection, the GM will determine who will be the beneficiary and make their selection such that the smaller faction is closest to the beneficiary. The idea is to keep the back-and-forth to a minimum during adjudication.

1110 Trading

1. Iberia trades Gold 17, Silver 2w + Oil 3 to Egypt for Gems 3D, Spice x + Cloth z
2. Iberia trades Gems j, Gems 3D + Timber l to Africa for Spice 27, Cloth 2j + Iron 8
3. Babylon trades Ivory 1d, Spice 2i + Iron v, Iron f to Iberia for Cloth 2o, Cloth z + Cloth 2j

1111 Resource Activities

Treachery (Africa): Not traded. Thapsus is reduced.

Civil War (Egypt): The count in stock is: Af 35 (thanks to the treachery), Eg 33, Cr 27, Ba 24, Ib 20. Eg has Philosophy and 56 unit points on the board. The first faction therefore consists of 15 unit points that will be given to Africa. The house rules don't really cover the situation where the first faction is entirely selected by the beneficiary. Attempting to stay with the spirit of the current house rule, Egypt selects all cities, Siva, EDes, Petr and Alex. The current house rules says that the beneficiary's faction must be contiguous. For the beneficiary's faction I select tokens contiguous to the cities selected in the victim's faction: 3 Memp, 2 Cyra, 2 Fayu, 2 UEgy, 2 Ptol, 2 Sina, 2 Midt. This latter faction is what is transferred to the Africa.

Flood (Babylon): Babylon loses 3Sume, 3 Baba, 1 Meso.

Piracy (Crete): Not traded. Crete loses Cori and Mile. Africa loses Tripoli, and Iberia loses Sardinia.

Egypt has 4T, 8C, reduces Tani and Alex to end up with 13T, 6C.

1112 Acquisition of Civilization Cards

Africa - Trades in 4 Timber - 48, 2 Gems - 32 + 85 = 85. Buys Democracy (200 - 10 ea. for Po, Cl, Met, Ag, Ro, Eng, Dr, Mu, Ar and 25 for Li) = 85.

Iberia - Trades in Ochre - 1, 6 Grain - 144, 4 Spice - 112, 4 Ivory - 144 + 89 = 410. Buys Monothelism (220 - 10 ea. for Po, Cl, Met, Ag, Eng, and 15 ea. for My and Enl), Theology (250 - 20 ea. for Eng, As, Co, Med, 15 ea. off for My and Enl, and 25 off for Mat, Roadbuilding (140 - 10 ea. for

Po, Cl, Met, Ag, Eng) and Delism (80 - 15 for My) = 410.

Crete - Trades in Ochre - 1, Papyrus - 2, 2 Salt - 12, Oil - 4, Cloth - 5, 2 Silver - 6, Resin - 7, Gems - 8 and 3 Dye - 72 = 135. Buys Enlightenment (150 - 15 for My) = 135.

Babylon - Trades in Hides - 1, Papyrus - 2, Wine - 5, Bronze - 6, Gold - 36 w/ Mining - 50. Buys Agriculture (110 - 10 ea. for Po, Cl, Met, Ro, Min, Eng) = 50.

Egypt - Trades in 2 Gold - 81 w/ Mining, 3 Oil - 18, Timber - 3 = 100. Buys Theology (250 - 20 ea. Eng, As, Co, Med, 15 ea. for My, Del, Enl and 23 for Ma) = 100.

17) After AST

Africa, Iberia, Babylon and Egypt all have at least 5 cities and advance to Finish. Crete 7C, 1155 Civ: Holds at 425 BC.

Winner Determination:

Babylon: 3190 Civ., 11 Cards - 136 (w/Mining), 6S, Finish - 1600, 9C - 450 = 5382 **WINS**

Iberia: 2830 Civ., 4 Cards - 32, 0S, Finish - 1600, 8C - 400 = 4862

Africa: 2660 Civ., 4 Cards - 19, 0S, Finish - 1600, 6C - 300 = 4579*

Egypt: 2590 Civ., 7 Cards - 65 (w/Mining), 8S, Finish - 1600, 6C - 300 = 4553

Crete: 1155 Civ., 0 Cards - 0, 0S, 425 BC - 1300, 7C - 350 = 2805

Assyria: 1390 Civ., 1 Card - 4, 17S, 500 BC - 1200, 1C - 50 = 2661

Thrace: 285 Civ., 2 Cards - 8, 7S, 800 BC - 1000, 2C - 100 = 1400

* However, he does not have Law so should not have been able to purchase Democracy or Philosophy.

The Final Board:

Africa - 39T, 6C, 13R, 0S. Civ Cards: Astro, CM, Arch, Pot, Ag, Mus, Lit, Myst, Eng, D&P, Enl, Coin, Del, Mon, Met, Med, Math, Philo, Road, Theo and Demo. C: Neap, Cirt, Pale, Itha, Ebus and Tare. S: 2 Phae, 2 Jeru. T: 4 @ Thap. Cyre: 3 @ Jeru. WDes. Memp: 2 @ Cyra, Fayu, UEgy. Ptol. Sina, Trpa, Numi, Midl, Cart, Sala: 1 @ Cypr. WMau = 20

Iberia - 26T, 8C, 29R, 0S. Civ Cards: Pot, Eng, Arch, Met, Mys, Mus, D&P, Lit, Coin, CM, Law, Agri, Astro, Med, Demo, Phil, Math, Enl, Mon, The, Road, and Delism. C: Cord, Mass, Lugd, NCar, Tarr, Rome, Narb & Rhae. S: Cara. T: 3 @ Pyre; 2 @ Hisp, Iber, Hala, Gaul. UGer, Cara, Cisa, Etru: 1 @ Lusit, Lond, Aquil, Belg, LGer, Cors, Pann = 26

Thrace - 27T, 2C, 21R, 7S. Civ Cards: CM, Met, Myst & Ag. C: Moe & Rhj. T: 3 @ Scyt; @ 2 Macr, LGer, Germ, Pann, Rubi, Samin, Dalm, Illy, Dact, Crim; 1 @ Appo, Paeo, Sude, 1 Daru = 27

Crete - 28T, 7C, 27R, 0S. Civ Cards: Ag, Lit, Coin, Met, Myst, ARoadCMMin D&P, Mil & Myst APotel, Rhod, Sard, Athe, Phae & Byza. S: 2 Argo. T: 4 @ Iont; 2 @ Spar, Epir, Delp, Thes, Thea, Thra, Lemn, Eret, Lesb, Knos, Lyci, Ther = 28

Assyria - 34T, 1C, 3R, 17S. Civ Cards: D&P, Coin, Ag, Eng, Met, D&P, Del, MArch CM. C: Nalc. T: 4 @ Armenia; Enl Mikop, Bithynia, Ankara, Antioch, Gordium, Kaneah; 2 @ Cappadocia, 2 Lesser Armenia, 2 Phrygia, 2 Van, 1 Cyprus = 34

Babylon - 16T, 9C, 31R, 6S, 3080 Civ. Civ Cards: Eng, Min, Myst, D&P, Coin, Arch, Met, Pot, Mil, Med, Enl, Mus, Astro, Law, Lit, CM, Theo, Road, Math, Demo, Monot, Philo, Dei and Ag. C: Babylon, Mari, Carr, Alep, Arab, Char, Susa, Nine & Ur. S: Tyre. T: 3 @ Tyre, Syri, Phoe, Elem; 2 @ Mesc, Dema. Part. = 25

Egypt - 13T, 6C, 34R, 8S. Civ Cards: Myst, Pot, CM, Eng, Astro, D&P, Coin, Mus, Min, Lit, Med, Arch, Met, Road, Ag, Del, Enl, Law, Math, Philo & Theo. C: Sawa, EDes, Jeru, Petr, Sinq, Troy. S: Nubi. T: 5 @ Alex; 4 @ Tan; 2T Gaza, Nubi = 13

Pirates - 4 C. C: Cort, Mile, Tripoli, Sardinia.

AIR BARON

HD has New CEO!

TURN 16

THE CAST

Flamingo Airlines (Farrow): BOS, PHL(J), BUF, PVD, SJU, SYR, YUL (JFK); SLC, MCI, OMA (DIA); RNO; \$2, 160 MS, J(u), \$20L, ifw.

Hoffa Domain (Nichols): CLE, DAY (DTW); BHM, BNA, CVG, GIG(w/SST) (ATL); BWI, LHR, ORF, PIT (DCA); \$41, 100 MS.

Air Rage Airways (vancant): ANC, PDX, HKG, SEA(J), SIN(SST), SMF (SFO); RDU, MSP, CMH, STL, \$18, 40 MS.

Chickadee Air Express (Butitta): AUS, BOG, MSY, SAT (HOU); CUN, LIT, MEM, ORC, TUL (DFW); MKE, ABQ, \$10, 120 MS.

Air Disaster (Worrelmann): \$37, HNL(J), LAS, MEX, SAN (LAX); ELP, TUS (PHX); 120 MS, GC16.

Hindenburg Lines (Copeland): MCO, PBI, TPA, NAS, PTY (MIA); CLT, JAX, \$32, 60 MS, 3J(u), ifw.

TURN 16: AD collects \$6 for Government Contract. FA pays \$2 interest.

AD (ofw) draws PHL (FA ifw), MCI (FA ifw). Attacks ABQ (-\$4: 6+1:9+1, fails).

HD (ofw) draws TPA (HL +\$6) & LAS (AD +\$7). Captures JAX (-\$2: 9+1:5+1).

ARA NMR (ofw) draws CMH (ARA +\$2) & BOG (CAE +\$20). No action.

FA (ofw) draws Recession & HNL (CAE +\$1). Does nothing.

CAE (ifw) draws ORF (HD +\$1) & SMF (ARA +\$1). Payback \$10 loan, take \$20 loan. Attack ELP (-\$4: 8+4:11+1, fails).

HL (ifw) draws PDX (ARA +\$1) & SLC (FA +\$1). Attack JAX w/J (-\$2: 3+5:10+1, fails).

AIRLINE STATUS

Flamingo Airlines (Farrow): BOS, PHL(J), BUF, PVD, SJU, SYR, YUL (JFK); SLC, MCI, OMA (DIA); RNO; \$1, 160 MS, J(u), \$20L.

Hoffa Domain (Nichols): CLE, DAY (DTW); BHM, BNA, CVG, GIG(w/SST), JAX (ATL); BWI, LHR, ORF, PIT (DCA); \$40, 100 MS.

Air Rage Airways (vancant): ANC, PDX, HKG, SEA(J), SIN(SST), SMF (SFO); RDU, MSP, CMH, STL, \$22, 40 MS.

Chickadee Air Express (Butitta): AUS, BOG, MSY, SAT (HOU); CUN, LIT, MEM, ORC, TUL (DFW); MKE, ABQ, \$37, 120 MS, \$20L, ifw.

Air Disaster (Worrelmann): \$46, HNL(J), LAS, MEX, SAN (LAX); ELP, TUS (PHX); 120 MS, GC16.

Hindenburg Lines (Copeland): MCO, PBI, TPA, NAS, PTY (MIA); CLT, \$39, 60 MS, 3J(u), ifw.

TURN 17:

Air Line Order & Chit Draws: AD (LAS, CUN), ARA (ATL, TUL), HL (DFW, DAY), CAE (PHX, SYR), HD (MEX, SJU), HL (SIN, HNL).

Due next time are your orders for Turn 17.

LEGEND:

GC = government contract, ifw = in fare wars, J = jumbo jet, L = loan, MS = market share, ofw = out of fare wars, u = undeployed. Hubs in **bold** are controlled.



KINGMAKER

Scope & Bouchier Killed!

KM 00-1
12-3-01

THE FACTIONS:

- | | |
|---|--|
| A: Phil Reynolds' The Knights Who Say "Nee" | B: Lee McConnell's Blue Falcon |
| C: Don Chinnery's Angevin | D: Dave Anderson's Blue Meanies |
| E: David Kurtz's Black Adders | F: Flint Webb's Chancellor of the Mighty Horde |
- GMing By Mike Scott The California Connection.

THANK YOU PLAYERS, for getting your moves in a little faster this turn.

Event Card Responses: Mowbray to Framlingham, Stanley to Norwich. Courtney to Lynn, and, at Hereford, with the Nobles being on the Commons, only Scope dies of Plague. Note that @ Shewsbury, per the house rules, the nobles @ Chirk were rolled for, but survived.

Between Turn Happenings: Stafford kills his captive Bouchier. One card to Crown Deck, and one card to Chancery.

Nobles and Ships holding in Place: Clifford, Grey, Hastings, Howard, & Roos @ Hereford. Courtney @ Lynn, Fitzalan & Talbot @ Chirk, Stanley @ Norwich, Le Christopher @ Penzance, Le George @ Plymouth, Le Margaret @ Penzance, Le Nicolas @ London, Le Swan @ Berwick, Le Trinity @ Plymouth.

Nobles and Ships moving:

Berkeley & Pole (Cardiff)-Usk-H27-H28-H31-Bath. Herbert (H49)-H39-Farnham-H38-H37-H46. Mowbray (Framlingham)-Wingfield-Royston-St. Albans-Oxford-H29. Neville w/King Richard, Audley w/Edward of March & George, & Duke of York (H28)-Teakesbury-H4-Shewsbury-Chirk. Percy, Cromwell, & Greystoke (N16)-N14-N13-Durham. Stafford (Blackheath)-London-St. Albans-Oxford-H29-H28.

COMBATS: None

SEIGES: At Chirk, Neville takes possession of Edward & George, and then Audley & Duke of York seize Chirk. Card drawn is Revolt in Wales, and BAD WEATHER! Thus the attack is not executed.

TURN TWELVE Crown Cards: There were two cards in the Crown Deck, the first one went to The Knights, the second one to Blue Falcon.

TURN THIRTEEN EVENT CARDS: With 20 Nobles in play, we draw only 5 cards this turn.

1. Peasant Revolt Mowbray to Framlingham (AGAIN?), Marshal to Thetford (2-1)
2. French Raid; Bouchier to Fleashey, Admiral of England to Caister with 2 Ships. (Bad Weather).
3. Event Card to Blue Meanies
4. Event Card to Black Adders
5. Event Card to Chancellor of the Mighty Horde

PRESS:

BOUCHIER TO ALL: Bloody GM!

NEVILLE TO STAFFORD: If you kill Bouchier, I will make it my personal mission to kill you. You're a faction of one now, so you need a friend, not an embittered enemy...

DEADLINE, THE WEEK BEFORE THE ONE IN BORIS.....



RUSSIAN CIVIL WAR

Epidemic Takes 1/3rd of Whites!

TURN 15.A.1-5



The Draw fails: 1 Aye, 2 Nay, 2 NVR (= Aye.)

TURN 15.A.1 TRADES: None.

TURN 15.A.2 MOVEMENT:

A: Wrangel (2W2, Yudenich, 1W3) @ Vyst-RR-Tver.

B: Smirnov (Peterson, Yeserov, Frunze, Slavin) and Veroshilov (1R2, Kikvidze, 1R3, Budyenny) Sara-RR-Kiev.

D: All @ Kiev-Mins-Vite. Retack @ Vite: Zinoviev (Lenin, 1R2), 1Po6, Rodzyanko. Use 2 AM to assassinate any "I" Leader owned by Player "B".

E: All units @ Chel-RR-Livo, 4Ba2 from Ests to Livo, Bogomoletz from Vite to Livo.

F: Vatzetis (Trotsky, 1R3), Sablin (Stalin, Berzin, Antonov) Livo-Psko-Tver.

TURN 15.A.3 PURGE: B & E attempt a purge of F: (Stalin), control to player B if successful.

TURN 15.A.4 RANDOMIZER: None.

TURN 15.A.5 RANDOM EVENTS:

1. (3,3) Epidemic @ Tver 1-1W3, -1R3, Yaro, Ural, Kuta

2. (6,1) Subversive Attacks Doubled (n/a)

3. (5,2) Draw from Randomizer (n/a)

Possible Combats:

Tver: Wrangel (2W2, Yudenich) vs Vatzetis (Trotsky), Sablin (Stalin, Berzin, Antonov)

Vite: Zinoviev (Lenin, 1R2) vs 1Po6 vs Rodzyanko

THE BOARD:

A (Scott): Wrangel (2W2, Yudenich) @ Tver.

B (J Bargender): Smirnov (Peterson, Yeserov, Frunze, Slavin) & Veroshilov (1R2, Kikvidze, 1R3, Budyenny) @ Kiev.

C (Copeland): None.

D (M Fisher): Zinoviev (Lenin, 1R2), 1Po6, Rodzyanko @ Vite.

E (A Bargender): Kamenev (Sytin, Sorokin) & Bonch-B (1R3, Tukachevsky, Galil), 4Ba2, Bogomoletz @ Livo.

F (K Wilson): Vatzetis (Trotsky), Sablin (Stalin, Berzin, Antonov) @ Tver.

VP CHART:

A: 2 AM, 3 RVP, 16 WVP

B: 9 PM, 3 AM, 6 RVP, 4 WVP

C: 6 RVP, 2 WVP, 2 AM

D: 5 PM, 2 AM, 54 RVP, 21 WVP

E: 1 PM, 7 AM, 13 RVP, 0 WVP

F: 10 RVP, 3 WVP, 1 AM

Due next time are trades, combat, and purges for Turn 15.B.

LEGEND: AM = Assassination Marker, J = joins, L = leader, PM = Politburo Marker, R = Red unit, RVP = Red Victory Point, W = White unit, WVP = White Victory Point



BRITANNIA

"Egbert"

Turn IV



The East:

Blue: Kevin Wilson

Green: Dave Anderson

Purple: Chuck Hanns

Red: Peter Boyuin

Board

Romans: 1L,F @ Alban, Bernicia, Cheshire, Dunedin, Essex, Hwicce, Kent, Lothian, Norfolk, S Mercia, Suffolk, York; F @ Dalraida, Lindsey, March, Pennines.

Welsh (1.5): 2A @ Devon, Downlands; 1A @ Clwyd, Cornwall, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (2.5): 2A @ Galloway, 1A @ Cumbria.

Picts (0.5): 2A @ Mar, Moray, Skye.

Caledonians (0): 2A @ Caithness, Hebrides; 1A @ Orkneys.

Irish: 3R @ Atlantic

Scots: 1R @ Irish

Jutes: 2A @ Sussex

Saxons: 3R @ Channel

Angles: 3R @ Frisian

Score: Purple 31, Red 5, Blue 3, Green 2

TURN IV

Saxons: 1R Channel-Avalon (settle), 2R Channel-Wessex (settle).

Angles: 3R @ Frisian-Lindsey (4,2,2:4, 6,2,1-5 -F, -1 Angle, w-Frisian, +1 VP).

VP Turn 4

Purple: Scots (0) = 31+0 = 31

Red: Brigs (3) + Irish (0) + Saxons (2) = 5+3+0+2 = 10

Blue: Picts (3) + Angles (0) = 5+3+0 = 8.

Green: Welsh (8.5) + Caledonians (6) + Jutes (2) = 2+8.5+6+2 = 18.5.

Score: Purple 31, Green 18.5, Red 10, Blue 8

Board

Romans: 1L,F @ Alban, Bernicia, Cheshire, Dunedin, Essex, Hwicce, Kent, Lothian, Norfolk, S Mercia, Suffolk, York; F @ Dalraida, March, Pennines.

Welsh (1.5): 2A @ Devon, Downlands; 1A @ Clwyd, Cornwall, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (2.5): 2A @ Galloway, 1A @ Cumbria.

Picts (0.5): 2A @ Mar, Moray, Skye.

Caledonians (0): 2A @ Caithness, Hebrides; 1A @ Orkneys.

Irish: 1R @ Atlantic

Scots: 1R @ Irish

Jutes: 2A @ Sussex

Saxons: 1R @ Channel, 1A @ Avalon, Wessex.

Angles: 5R @ Frisian

Score: Purple 31, Green 18.5, Red 10, Blue 8

Due next are orders for the rest of Turn 5 orders Romans through Angles

Legend A = infantry army, C = cavalry army, F = fort, L = legion or leader, PP = population point, R = ruler, r-??? = retreats to ???, w-??? = withdraws to ???, * = in tiebreak, g = attack by/against legion



Source of the Nile

PBM SYSTEM & HOUSE RULES



I. PBM system

A. The map has no coordinate system so here is how hexes are identified. Each row of hexes from the board's northern edge to it's southern is given an identification letter starting with A. As there are more than 26 rows of hexes those after row Z are given double letters in the form AA, BB, CC, and so on south to row LL. Thus, the row north of Khartoum is A. Kilwa is in row S, and Capetown is in row LL. To identify individual hexes within a row they are numbered west to east (left to right). The westernmost playable hex in every row is number 1 and each hex to the east is increased by 1. Keep in mind that half hexes are playable. So, Khartoum is hex B21, the hex 1 west of Brass is H, Quillman is Z17, and Durban is JJ9.

B. Rules 1.0 through 26.0 are in use. 12.2 is modified to make Guides more useful. Guides will only desert on a roll of "1" after getting the party lost rather than automatically. For purposes of victory conditions (7.0), players will not lose accumulated victory points when their explorers die. They will start a new explorer with 81000 as at the game's start.

C. Players are required to pick a default Native Policy at the beginning of the game. The policy can be changed or made conditional at the players' wishes but will be used by the GM in the absence of any other instructions.

D. Players will not know their disaster before submitting the move for the turn. It's one of the vagaries of pben. Feel free to submit conditionals if you like.

II. House Rules

A. Individualized Explorers

1. The GM rolls one die for an advantage and one die for a disadvantage for each explorer. The players see these rolls before selecting an explorer specialty and outfitting.

2. Advantages/disadvantages are:

a. Leadership: Advantage - can possibly overcome desertion or "bad omens" by force of character and personal charisma. Whenever problem arises, roll 1 die; prevent desertion, or compel obedience in spite of disaster card messages, on a roll of 1. Disadvantage - Irritates (or fails to inspire) his men. Whenever any disaster card causes harm to the expedition, roll 1 die; on a roll of 1 his men will interpret this as a sign of impending doom and begin to desert.

b. Directional Sense: Advantage - add one to die roll in determining whether he becomes lost. Cannot be used in conjunction with any additions for the skill of a guide. Disadvantage - Subtract one from die roll in determining whether he becomes lost (also does not apply when following a guide).

c. Survival: Advantage - is able to "hunt" even if unarmed, gathering edible plants or snaring game. Adds one to his die roll (but not those of his askaris) when hunting. Disadvantage - If explorer has no guide or askari to show him what to hunt he cannot do it alone. Subtract one from hunting die roll for results of his own hunting when he does not have askari or guide.

d. Health: Advantage - Subtracts 1 from die roll when starving or sick to test for sickness, recovery, or death. Disadvantage - Adds 1 to die rolls as above.

e. Physique: Advantage - Can carry one extra ration, musket, or gift rather than the normal load of 10. When riding horse or camel the explorer's larger size reduces its payload by two rations, gifts

or muskets. Disadvantage - Carries one less gift, ration, or musket than normal, i.e. 9 rather than 10. However, when riding a horse or camel the explorer's smaller size allows an extra 2 rations, gifts, or muskets to be carried.

f. Diplomacy: Advantage - Rolls an extra die when determining number of gifts needed to impress chief in negotiations (rule 14.0). When trading with natives (rule 14.0) rolls an extra die to the price of each item. Gets the most favorable of the die rolls in each case. Disadvantage - Rolls an extra die as for "advantage" but uses the least favorable result in each case, e.g. rolls three dice when negotiating and multiplies the number of gifts by the smallest of the die rolls.

3. The GM rolls one die for an advantage peculiar to each explorer: the die roll determines the skill area in which his advantage lies. Another die is rolled to determine the skill area in which there is a disadvantage. If the same skill area is affected by both rolls, the player may accept the cancellation or have the GM reroll for disadvantage.



GAME OPENINGS ELSEWHERE

See subscriber list for (e-)addresses. DLIR = date of last issue received

John Boardman's **Granstark** (\$35/game or \$15/10 issues for nonplayers in US, DLIR: #727, 31 Oct 01)

DIPLOMACY, DIP and COL DIP standbys wanted.

Tom Butcher's **Blut und Eisen** (\$1.05/issue in US, DLIR: #66, 13 Nov 01)

1835, 1851, 1829(S), THE CONSUMMATE RAILWAY GAME, STELLAR CONQUEST

Warren Goele's **I Digress** (\$1.50/issue in US, DLIR: #25, 11 Nov 01)

<http://homepage.nflworld.com/akellett/ldigress/november2001>

BREAKING AWAY, 1900, Gunboat DIP, DIP variants

Chris Hassler's **S.O.B.** (sub \$1.50/issue in US, DLIR: #88, Nov/Dec 01)

<http://home.adelphia.net/~chassier>

DUNE, LIFT OFF, MACHIAVELLI SILVERTON (Mayfair rules), HISTORY OF THE WORLD, NEW WORLD, OUTPOST

Andy Lischeit's **Cheesecake** (????/issue, DLIR: 4 Nov 01)

DIPLOMACY

ON DECK



1835: Chinnery, Dave A, Butitta, Hanna, Zieske, Copeland
1856: Chinnery, Butitta, Hanna, Fruch, Zieske, Copeland
AGE OF RENAISSANCE: Hanna, Klausutis, Copeland, Deb A, Fruch
BRITANNIA: Dave A, Hanna, Butitta
CIRCUS MAXIMUS: Narhi, R Fisher, Kanne
Tourney Rules: Dave A, R Fisher, need 6 more
DIPLOMACY: Curtis, Morrison, Fowble, Dave A
DOWN WITH THE KING: Copeland, Dave A, Fowble, Deb A
DUKE: Dave A, R Fisher, K Wilson, Butitta; need 3-6 more
GUNSLINGER: Scott, Fowble; need 3 more
JUNTA: Copeland, Dave A, Hanna, Narhi
MAGIC REALM: Butitta, Deb A
MERCHANT OF VENUS: R Fisher, Deb A
MONSTERS RAVAGE AMERICA: Butitta, TJ Klausutis(?)
REPUBLIC OF ROME: Copeland, (Webb), Narhi
SETTLERS OF CATAN: Kanne, Copeland, M Fisher, Deb A
TITAN: Khao, A & J Bargender, (Webb); need 1 or 2 more
WIZARD'S QUEST: A&J Bargender, Farrow, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), 1870, AFTER THE HOLOCAUST (*GM Fowble), CIRCUS IMPERIUM, GLADIATOR, GODSFIRE, KAMAKURA, KREMLIN, PLANET MINERS.

* Offered by guest GM, when space is available.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 4 JAN 02

The Bottom Line

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13 in Canada, and \$18 overseas) or \$1 by e-mail. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or pbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage).

STELLAR CONQUEST

William T. Riker: Due are Turn 31 combat and movement orders for Turn 32

Please expedite your orders. I'd like to finish "Willie" soon. Coming when "Willie" reaches Turn 36.

"Kurzon Dax": We have at four applicants, others apply soonest. ____ If this is checked, you're signed up.

BORIS THE SPIDER

c/o 283 Devon Ct

FWB, FL 32547-3118

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